

# NDA SCHOOL SCORING GUIDELINES

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## CATEGORY DESCRIPTIONS

### TEAM PERFORMANCE

Routines must clearly encompass a minimum of 30 CONSECUTIVE seconds of all four styles: Jazz, Pom, Kick, and Hip Hop. Each style will be judged. See jazz, pom, hip hop and kick category descriptions below for additional details. Poms, hand held props and costuming may be used in this category, but are not required. Traditional kick lines may be used, but are not required.

### JAZZ

Routines may incorporate stylized dance movement and combinations. Emphasis is placed on proper movement execution, extension, control, body placement and team uniformity. Leaps, turns, and all other technical elements will be scored in the Technical Elements caption on the score sheet. See score sheet and range of scores for more information.

### POM

Routines must use pom poms in 80% of the routine (Males are not required to use poms). Characteristics of a pom routine include synchronization, visual effects and clean/precise motions. Visual effects include level changes, group work, opposing motions, formation changes, etc. See score sheet and range of scores for more information.

### HIP HOP

Routines may incorporate street style movements, such as: breaking, popping, locking, krumping, etc. Emphasis should be placed on an authentic stylized technique, a grounded approach and attention to backbeat while incorporating technical elements, musicality, creativity, flow, control, and overall quality of movement. See score sheet and range of scores for more information.

### KICK

Routines must display a variety of kick/kick combinations, the use of staging and visual effects. Visual Effects include the use of kick, level changes, opposition, group work, etc. Emphasis should be placed on proper kick technique crediting the dancers' control, extension, stamina, timing and height of kicks and overall uniformity. Each routine must have at least 45 kicks, performed by a majority of the team. NDA suggests your routine have more than 45 kicks to ensure meeting the minimum requirements. A kick is defined as one foot remaining on the floor while the other foot lifts with force at least 90 degrees from the ground. Any time the leg extends at or above 90 degrees, contracts and extends again at or above 90 degrees, it will be defined as separate kicks. See score sheet and range of scores for more information.

## GAME DAY DIVISION

### GAME DAY FORMAT

1. Fight Song
  - a. Skills, choreography, and **routine composition** should represent a traditional Fight Song that your team performs at games and community events.
  - b. Band music must be used and off stage musical instruments may also be utilized.
  - c. **Scoring in this section evaluates the ability of the dancers to perform a traditional school fight song displaying high energy, promoting audience coverage and appeal, and solid performance techniques effectively and accurately.**

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## 2. Spirit Raising

- a. Teams will choose to perform ONE of the following:
  - Sideline Routine
  - Stand Routine
  - Drum Cadence
  - Band Chant
- a. The performance of your choice should have an emphasis on crowd appeal.
- b. Scoring in this section evaluates the ability of the dancers to promote crowd interaction and participation as well as display genuine excitement and school spirit.

## 3. Performance Routine

- a. A routine (hip hop, jazz, kick, or pom) that is designed for crowd entertainment.
- b. This is the best time to showcase your team's energy and connection to the crowd.
- c. Scoring in this section evaluates the ability of the dancers to entertain and connect to the crowd.

## GAME DAY FORMAT DESCRIPTIONS

### FIGHT SONG

Routine should consist of visual effects that are relevant to the game day environment (typically performed on the sidelines/ court); choreography that represents your school's traditional Fight Song that teams perform at games and within the community to promote school pride and unity. Characteristics of an effective Fight Song include precise motion work, crowd interaction opportunities, staging that effectively spans the performance area, and other traditional engagement. All three Game Day sections should have cohesion connection via spirited rallying between sections, there should be a clear finish to Fight Song before transitions into the next section to ensure timing of the section is clear.

### SPIRIT RAISING

Routine should have an emphasis on crowd appeal. These routines are intended for quick, spur of the moment game day situations; there may or may not be a repeated sequence of choreography. Teams will choose one of the following: sideline, stand routine, drum cadence, call & repeat chants, and/or band chants with or without vocals. All three Game Day sections should have cohesion connection via spirited rallying between sections, there should be a clear finish to Spirit Raising section before transitions into the next section to ensure timing of the section is clear.

### PERFORMANCE ROUTINE

Routine should showcase the team's energy and connection to the crowd with high energy, game day specific choreography designed for entertainment in either jazz, pom, hip hop or kick or any combination of these styles. This routine is pre-planned and choreographed to a specific piece of music; a highlight piece for the dance team at a game. The routine should complement the team's strengths while also providing exceptional visuals and crowd appeal. All three Game Day sections should have cohesion connection via spirited rallying between sections, there should be a clear finish to the Performance Routine to ensure end timing is clear.

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## JUDGING SCALE FOR DANCE FUNDAMENTALS

Total points received per caption consider **overall quality and quantity of movement (both variety of elements and number of members performing element) throughout the routine**. Difficulty level is considered for every caption, with the exception of Performance Impression. Specific elements performed that are not listed in one of the following captions will be placed in corresponding captions at the discretion of the judges. Zero points will be given in a caption if elements for that particular caption are not executed.

### **PERFORMANCE IMPRESSION**

This score reflects overall appeal as well as each individual judge's overall impression of the routine. Elements factored into this score at each judge's discretion are genuine showmanship (face/full body), projection and appropriateness of costuming, music and choreography.

*Reference uniformity, style specific quality of movement, and genre specific captions for execution captions on Team Performance scoresheet. Reference staging and style specific choreography captions for choreography captions on Team Performance scoresheet.*

### **UNIFORMITY** (RANGE OF SCORES)

*This score reflects spacing, timing and how well the team dances together as a group, rather than the team's execution of technique.*

LOW	Beginning, or substandard, timing and synchronization of style. Memory mistakes as well as placement causing the routine to appear less cohesive. Spacing is substandard.
MEDIUM	Intermediate, or average, timing and synchronization of style. Few memory mistakes; good placement. Spacing is average, but not precise.
HIGH	Advanced, or strong, timing and synchronization of style. Very precise placement. Spacing is precise.

### **QUALITY OF MOVEMENT: JAZZ** (RANGE OF SCORES)

LOW	Beginning jazz movement executed with substandard technique (in this case "technique" refers to the movement itself, not to skills). Style is inconsistent lacking posture, control, and body placement. Below average extension, contraction/release, core control, spatial awareness, musicality and command of movement. Team Performance score sheet: Technical elements are executed with below average technique.
MEDIUM	Intermediate jazz movement executed with good technique (in this case "technique" refers to the movement itself, not to skills). Style is mostly consistent working on emphasis on posture, control, and body placement. Average extension, contraction/release, core control, spatial awareness, musicality and command of movement. Team Performance score sheet: Technical elements are executed with average technique.
HIGH	Advanced jazz movement executed with strong technique (in this case "technique" refers to the movement itself, not to skills). Style is consistent, with emphasis on posture, control, and body placement. Crediting superior extension, contraction/release, core control, spatial awareness, musicality and command of movement. Team Performance score sheet: Technical elements are executed with strong technique.

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## **QUALITY OF MOVEMENT: POM** (RANGE OF SCORES)

LOW	Beginning pom motions performed at a slow pace, executed with substandard placement and precision, lacking cohesive connection between upper and lower body pom movement. Lacking dynamics, control (motions may be hyper-extended), support of upper body and core control. Motions may be incomplete and unfinished. Below average ability to maintain accuracy, clarity and control when performing motions. Technical elements are executed with below average technique.
MEDIUM	Intermediate pom motions performed at an average pace, executed with good placement and precision with average cohesive connection between upper and lower body pom movement. Average use of dynamics, control, support of upper body and core control. Average ability to maintain accuracy, clarity and control when performing motions. Technical elements are executed with average technique.
HIGH	Advanced pom motions performed at an up-tempo pace, executed with exact placement and precision with cohesive connection between upper and lower body pom movement. Strong dynamic motions supported by upper body strength and core control. Crediting ability to maintain accuracy, clarity and control when performing motions. Technical elements are executed with strong technique.

## **QUALITY OF MOVEMENT: HIP HOP** (RANGE OF SCORES)

LOW	Beginning hip hop movement executed with substandard technique. Style is inconsistent, needing to work on grounded movement and musicality, flow and control. Below average quality of execution, stabilization, momentum, isolations and rhythm variations. Technical elements are executed with below average technique.
MEDIUM	Intermediate hip hop movement executed with good technique. Style is mostly consistent, working on emphasis of grounded movement and musicality with flow and control. Average quality of execution, stabilization, momentum, isolations and rhythm variations. Technical elements are executed with average technique.
HIGH	Advanced hip hop movement executed with strong technique. Style is consistent with emphasis on grounded movement and has exceptional musicality, flow and control. Crediting superior quality of execution, stabilization, momentum, isolations and the body's ability to execute rhythm variations. Technical elements are executed with strong technique.

## **QUALITY OF MOVEMENT: KICK** (RANGE OF SCORES)

LOW	Beginning level kicks/combinations executed with substandard technique lacking in control, extension, stamina, and uniformity in timing and height of kicks. Kick elements are executed with below average skill including maintenance of lines, elevated focus, lifted posture, alignment of hips and spine, and arm connection. Technique is not maintained during formations/direction changes. Substandard incorporation of technical elements providing minimal visual impact.
MEDIUM	Intermediate level kicks/combinations executed with good technique noting control, extension, stamina, and uniformity in timing and height of kicks. Kick elements are executed with average skill including maintenance of lines, elevated focus, lifted posture, alignment of hips and spine, and arm connection. Good technique is maintained through formations/direction changes. Average incorporation of technical elements providing visual impact.

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HIGH	Advanced level kicks/combinations executed with strong technique crediting superior control, extension, stamina, and uniformity in timing and height of kicks. Kick elements are executed with superior skill including maintenance of lines, elevated focus, lifted posture, correct alignment of hips and spine, and arm connection. Strong technique is maintained through formations/direction changes.
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## **TECHNICAL ELEMENTS** (RANGE OF SCORES)

LOW	Beginning level style specific elements such as, but not limited to, turns, leaps, jumps, lifts, partnering, etc., executed with substandard technique.
MEDIUM	Intermediate level style specific elements such as, but not limited to, turns, leaps, jumps, lifts, partnering, etc., executed with good technique.
HIGH	Advanced level style specific elements such as, but not limited to, turns, leaps, jumps, lifts, partnering, etc., properly executed with strong technique. Appropriate utilization of the team's ability level.

## **VISUAL EFFECTS** (RANGE OF SCORES)

LOW	Overall incorporation of beginning level style specific visuals such as, but not limited to, group/partner work, level changes, ground work, opposing motions, contagions, etc. Visual effects are accomplished at a slower pace with obvious execution.
MEDIUM	Overall incorporation of intermediate level style specific visuals such as, but not limited to, group/partner work, level changes, ground work, opposing motions, contagions, etc. Visual effects are accomplished at an average pace with good execution.
HIGH	Overall incorporation of advanced level style specific visuals such as, but not limited to, creative use of kicks, group/partner work, level changes, ground work, opposing motions, contagions, etc. Visual effects are accomplished at a fast pace with seamless execution.

## **AUTHENTICITY** (RANGE OF SCORES)

LOW	Demonstrates a basic or limited understanding of the chosen style(s). Movement quality is inconsistent and lacks fluidity from moment to moment. Overall groove is minimal, indicating a need for further development. Movement intention is unclear, and execution suggests imitation rather than a grounded understanding of the style's foundational elements.
MEDIUM	Demonstrates an intermediate understanding of the chosen style(s). Movement quality is somewhat inconsistent, and fluidity is good from moment to moment. Overall groove is average, with a need for further development. Movement intention is clear overall, although the execution suggests imitation rather than a full grounded understanding of the style's foundational elements.
HIGH	Demonstrates a strong understanding of the chosen style(s). Movement quality is consistent and has advanced fluidity from moment to moment. Overall the groove is compelling, movement intention is clear, and the execution suggests a complete grounded understanding of the style's foundational elements.

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## **CHOREOGRAPHY: JAZZ** (RANGE OF SCORES)

*This score reflects what the choreographer created, rather than how the team executed the routine/movement.*

LOW	Beginning level routine with basic foot work, minimal musical interpretation, dynamics, direction changes, levels and group work. Routine is lacking in overall creativity and originality.
MEDIUM	Intermediate level routine with average use of foot work, musical interpretation, dynamics, direction changes, levels and group work. Routine showcases creative and original moments but is missing its full potential.
HIGH	Advanced level routine with strong use of intricate, complete, full body movement and strong use of musical interpretation, dynamics, direction changes, levels and group work. Creating a complete thought with the movement. Routine illustrates an abundance of creative and original ideas throughout. Appropriate utilization of the team's ability level with well-balanced elements not dominating piece; use of team member variety versus utilizing the same feature dancers.

## **CHOREOGRAPHY: POM** (RANGE OF SCORES)

*This score reflects what the choreographer created, rather than how the team executed the routine/movement.*

LOW	Beginning level routine with basic foot work, minimal musical interpretation, dynamics, direction changes, levels and group work. Substandard incorporation of innovative and creative variations and motion variety. Routine is lacking in overall creativity and originality.
MEDIUM	Intermediate level routine with average use of foot work, musical interpretation, dynamics, direction changes, levels and group work. Average incorporation of innovative and creative variations and motion variety. Routine showcases creative and original moments but is missing its full potential.
HIGH	Advanced level routine with strong use of intricate, complete, full body movement and strong use of musical interpretation, dynamics, direction changes, levels and group work. Incorporates innovative and creative variations and motion variety. Creating a complete thought with the movement. Routine illustrates an abundance of creative and original ideas throughout. Appropriate utilization of the team's ability level.

## **CHOREOGRAPHY: HIP HOP** (RANGE OF SCORES)

*This score reflects what the choreographer created, rather than how the team executed the routine/movement.*

LOW	Beginning level routine with basic foot work, minimal musical interpretation, dynamics, direction changes, levels and group work. Visual effects are accomplished at a slower pace with obvious execution. Routine is lacking in overall creativity and originality.
MEDIUM	Intermediate level routine with average use of foot work, musical interpretation, dynamics, direction changes, levels and group work. Visual effects are accomplished at an average pace with good execution. Routine showcases creative and original moments but is missing its full potential.
HIGH	Advanced level routine with strong use of intricate, complete, full body movement and strong use of musical interpretation, dynamics, direction changes, levels and group work. Visual effects are accomplished at a fast pace with seamless execution. Creating

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	a complete thought with the movement. Routine illustrates an abundance of creative and original ideas throughout. Appropriate utilization of the team's ability level with well-balanced and effective incorporation of technical elements.
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## **CHOREOGRAPHY: KICK** (RANGE OF SCORES)

*This score reflects what the choreographer created, rather than how the team executed the routine/movement.*

LOW	Beginning level routine with basic foot work, minimal musical interpretation, dynamics, direction changes, levels, and group work with an inadequate number and low variety of kicks/combinations. Routine is lacking in overall creativity and originality.
MEDIUM	Intermediate level routine with average use of foot work, musical interpretation, dynamics, direction changes, levels and group work with an adequate number and modest variety of kicks/combinations. Routine showcases creative and original moments but is missing its full potential.
HIGH	Advanced level routine with strong use of intricate, complete, full body movement and strong use of musical interpretation, dynamics, direction changes, levels and group work with a substantial number and exceptional variety of kicks/combinations. Creating a complete thought with the movement. Routine illustrates an abundance of creative and original ideas throughout. Appropriate utilization of the team's ability level. Well-balanced incorporation of technical elements providing exceptional visual impact.

## **STAGING** (RANGE OF SCORES)

LOW	Beginning use of the performance space. Routine utilizes minimal formations and formation changes. Transitions are simple and lack continuity within the routine, i.e. walking transitions rather than dancing through to next formation seamlessly.
MEDIUM	Intermediate use of the performance space. May incorporate more interesting formations and formation changes, but still lacking in transition creativity.
HIGH	Advanced use of the performance space. Routine utilizes a variety of well-thought out formations and formation changes. Transitions are exciting and seamless. Team Performance Score Sheet: Bridges the gaps between styles seamlessly.

## **GAME DAY JUDGING SCALE**

### **PERFORMANCE IMPRESSION**

This score reflects the team's ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction, and entertainment value. This caption will also include any transitional movement, chants, etc. between sections.

### **GAME DAY IMPLEMENTATION: FIGHT SONG ONLY** (RANGE OF SCORES)

LOW	Fight Song has minimal representation of school traditions, game day simulation and crowd engagement opportunities. Staging lacks in the ideals of promoting audience coverage and visibility of movement. Motions/movement within the Fight Song create
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	visuals that have minimal effectiveness in eliciting a crowd response and promoting audience participation.
MEDIUM	Fight Song has good representation of school traditions, game day simulation and crowd engagement opportunities. Staging shows an average effort in capturing the ideals of promoting audience coverage and visibility of movement. Motions/movement within the Fight Song create visuals that have average effectiveness in eliciting a crowd response and promoting audience participation.
HIGH	Fight song has superior representation of school traditions, game day simulation and crowd engagement opportunities. Staging effectively captures the ideals of promoting audience coverage and visibility of movement. Motions/movement within the Fight Song create visuals that have exceptional effectiveness in eliciting a crowd response and promoting audience participation.

## **GAME DAY EFFECTIVENESS: SPIRIT RAISING ONLY** (RANGE OF SCORES)

LOW	This score reflects the team's ability to connect with the audience through subpar use of material and movement to motivate and leave a lasting impression though practical and game day relevant choreography, crowd interaction, and entertainment value. Routine lacks the team's ability to lead the audience and promote school spirit.
MEDIUM	This score reflects the team's ability to connect with the audience through intermediate or average use of material and movement to motivate and leave a lasting impression though practical and game day relevant choreography, crowd interaction, and entertainment value. Routine fairly showcases team's ability to lead the audience and promote school spirit.
HIGH	This score reflects the team's ability to connect with the audience through advanced and effective use of material and movement to motivate and leave a lasting impression though practical and game day relevant choreography, crowd interaction, and entertainment value. Routine strongly showcases the team's ability to lead the audience and promote school spirit.

## **SYNCHRONIZATION** (RANGE OF SCORES)

LOW	Beginning or substandard, timing, uniformity of style and unison of team (does not reflect execution). Memory mistakes causing the routine to appear less cohesive. Spacing is substandard.
MEDIUM	Intermediate or average, timing, uniformity of style and unison of team (does not reflect execution). Few memory mistakes. Spacing is average, but not precise.
HIGH	Advanced and consistent unison, uniformity of style and timing as team (does not reflect execution). Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.

## **EXECUTION OF MOTIONS & MOVEMENT** (RANGE OF SCORES)

LOW	Beginning level of movement executed with substandard control, placement and completion of movement and skills. Minimal strength in movement and lacking cohesive connection between upper and lower body movement.
MEDIUM	Intermediate movement with average use of control, placement and completion of movement and skills. Average strength in movement and average ability to support upper body and core control.



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HIGH	Advanced movement with proper control, placement, and completion of movement and skills. Proper quality of strength in movement and skills. Strong dynamic movement supported by upperbody strength and core control.
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## **GAME DAY CHOREOGRAPHY: PERFORMANCE ROUTINE ONLY** (RANGE OF SCORES)

LOW	Beginner level routine with basic full body movement, minimal musical interpretation, dynamics, direction changes, levels, visuals and group work. Routine is lacking in overall creativity and originality for a game day performance.
MEDIUM	Intermediate level routine with average use of full body movement, musical interpretation, dynamics, direction changes, levels, visuals and group work creating a solid performance. Routine is missing its full potential for a game day performance.
HIGH	Advanced level routine with strong use of intricate, complete, full body movement and strong use of musical interpretation, dynamics, direction changes, levels, visuals and group work creating an entertaining performance. Routine has maximized its game day performance.