

NDA COLLEGE SCORING GUIDELINES

NCA & NDA RESERVES THE RIGHT TO BE THE ARBITRATOR AND INTERPRETER OF ALL RULES COVERED IN THIS DOCUMENT.

CATEGORY DESCRIPTIONS

TEAM PERFORMANCE

- Prelims AND Finals for this division will be conducted indoors.
- Routine is not to exceed **2 minutes (2:00)**.
- Routines must incorporate at least 30 consecutive seconds of Jazz, Pom and Hip Hop. Each style will be judged. See jazz, hip hop, and pom category descriptions below for additional details.
- Poms and/or hand-held props may be used in this category but are not required.
- A Routine Outline must be submitted at check-in.
- See score sheet and range of scores for more information.

Dance teams competing at the NCA & NDA Collegiate Cheer and Dance Championship will be required to submit at check-in a Routine Outline for their Team Performance routine, consisting of a breakdown in minutes/seconds of the style of dance being performed at that time. A Routine Outline sample will be included in the Confirmation Packet sent prior to the Championship. While a team is competing, the Legality Official will reference the team's outline to determine that 30 CONSECUTIVE SECONDS of each style of dance (jazz, pom and hip hop) have been met. If the Legality Official, as well as the judging panel, does not think the Routine meets the above requirements, a .2 general rule deduction may occur. Judges' decisions are final. Teams in the Jazz, Pom and Hip Hop Divisions are excluded from the above.

JAZZ

1. Prelims AND Finals for this Division will be conducted indoors.
2. Routine is not to exceed 2 minutes (2:00).
3. 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.
4. See score sheet and range of scores for more information.

HIP HOP

1. Prelims AND Finals for this Division may be conducted indoors and/or outdoors.
2. Routine is not to exceed 2 minutes (2:00).
3. Routine may incorporate street style movements, such as, but not limited to breaking, popping, locking, krumping, etc.
4. Emphasis is placed on authentic stylized technique, a grounded approach and attention to backbeat while incorporating technical skills, musicality, creativity, flow, control, and overall quality of movement.
5. See score sheet and range of scores for more information.

POM

1. Prelims AND Finals for this Division will be conducted indoors.
2. Routine is not to exceed 2 minutes (2:00).
3. Routines must use poms in 80% of the routine. Males are not required to use poms.
4. 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.
5. See score sheet and range of scores for more information.

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. Appropriate difficulty level is considered for every caption, with the exception of Collegiate Image and 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.

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COLLEGIATE IMAGE

This category will be utilized to evaluate the overall representation by the team of its institution of higher education, the core values and standards that commonly exist and are mandated by such institution's administration, faculty, staff, alumni and student body. This Evaluation will be based on, but not limited to the following:

SPORTSMANSHIP

The team and each participating member/coach should constantly display good sportsmanship throughout the entire performance regarding respect for themselves, other teams and the viewing audience. Teams should refrain from any taunting, bragging or suggestive expressions or gestures as well as discrimination of any nature.

PERFORMANCE INTEGRITY

All aspects of the performance (music, choreography, skills, language, props, etc.) should represent the highest standards as expected by athletes and elite student body representatives at the collegiate level. All aspects of the performance should also be appropriate for a family viewing audience.

SCHOOL REPRESENTATION

How well the institution has been represented by its team's presentation, props and appearance. NDA recommends that the team and each of its members display an overall appearance conducive to serving as public representatives and ambassadors of their institution regarding grooming, traditional and appropriate attire, conservative make-up, uniformity, etc.

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 confidence.

UNIFORMITY

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

RANGE OF SCORES

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.
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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 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.

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, 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.

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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 with emphasis placed on utilizing a majority of the team members versus utilizing the same feature dancers throughout.

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 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.

CHOREOGRAPHY - JAZZ

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

RANGE OF SCORES

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.
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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 and well-balanced and effective incorporation of technical elements.

CHOREOGRAPHY - POM

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

RANGE OF SCORES

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

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

RANGE OF SCORES

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 a complete thought with the movement. Routine illustrates an abundance of creative and original ideas throughout. Appropriate utilization of the team's ability level and well-balanced and effective incorporation of technical elements.

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.
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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.

NDA SPIRIT RALLY JUDGING SCALE

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 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.

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.
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 upper body strength and core control.

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GAME DAY CHOREOGRAPHY: TIMEOUT PERFORMANCE 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.