

UNIVERSAL DANCE ASSOCIATION

SPIRIT PROGRAM GAME DAY - FIGHT SONG



Team Name _____

Judge No. _____

Division _____

Category _____

FIGHT SONG	POINTS	SCORE	COMMENTS
GAME DAY MATERIAL <i>Appropriate use of material and skills relevant to your schools traditional game day.</i>	10		
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.</i>	10		
EXECUTION OF MOVEMENT <i>Proper control, placement and completion of motions or skills. Quality of strength of motions or skills.</i>	10		
OVERALL IMPRESSION	POINTS	SCORE	COMMENTS
<i>(Fight Song, Situational Sideline, and Timeout will be averaged)</i> <i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall collegiate image. Integration & Coordination of all performers as one cohesive program.</i>	10		
TOTAL			

UNIVERSAL DANCE ASSOCIATION

SPIRIT PROGRAM GAME DAY - SITUATIONAL SIDELINE



Team Name _____

Judge No. _____

Division _____

Category _____

SITUATIONAL SIDELINE	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10		
Proper use of material could include but not limited to (poms/signs). Proper response to situational game cue. Ability to engage and lead the crowd.			
SYNCHRONIZATION	10		
Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.			
EXECUTION OF MOVEMENT	10		
Proper control, placement and completion of motions or skills. Quality of strength of motions or skills.			
OVERALL IMPRESSION	POINTS	SCORE	COMMENTS
(Fight Song, Situational Sideline, and Timeout will be averaged)	10		
Ability to connect with the crowd. Leave a lasting impression while maintaining an overall collegiate image. Integration & Coordination of all performers as one cohesive program.			
TOTAL			

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SPIRIT PROGRAM GAME DAY - TIMEOUT



Team Name

Judge No.

Division

Category

TIMEOUT	POINTS	SCORE	COMMENTS
CHOREOGRAPHY	10		
<i>Elements included in choreography (group work, levels, visuals, etc.) for an entertaining and game day appropriate performance. Proper use of material could include but not limited to (poms/signs). Ability to engage and lead the crowd.</i>			
SYNCHRONIZATION			
<i>Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.</i>	10		
EXECUTION OF MOVEMENT & TECHNIQUE	10		
<i>Proper control, placement and completion of motions and skills. Quality of strength of motions and skills.</i>			
OVERALL IMPRESSION	POINTS	SCORE	COMMENTS
<i>(Fight Song, Situational Sideline, and Timeout will be averaged)</i>	10		
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall collegiate image. Integration & Coordination of all performers as one cohesive program.</i>			
TOTAL			