

UNIVERSAL DANCE ASSOCIATION

COLLEGE GAME DAY - FIGHT SONG



Team Name _____

Division _____

FIGHT SONG		POINTS
GAME DAY MATERIAL & VISUAL APPEAL		10
Proper use of material and skills relevant to the Game Day environment. Ability to engage and lead the crowd.		
SYNCHRONIZATION		10
Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.		
EXECUTION OF MOVEMENT		5
Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.		
CROWD LEADING TOOLS		5
Proper use of signs, poms, megaphones, flags & rally towels. Sharpness and synchronization.		
OVERALL EFFECT		POINTS
(Fight Song, Game Situation, and PR will be averaged)		10
Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image.		
TOTAL		

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UNIVERSAL DANCE ASSOCIATION

COLLEGE GAME DAY - GAME SITUATION



Team Name _____

Division _____

GAME SITUATION	POINTS
GAME DAY MATERIAL & VISUAL APPEAL	10
<i>Proper use of material and skills relevant to the Game Day environment. Ability to engage and lead the crowd.</i>	
SYNCHRONIZATION	10
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>	
EXECUTION OF MOVEMENT	5
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	
CROWD LEADING TOOLS	5
<i>Proper use of signs, poms, megaphones, flags & rally towels. Sharpness and synchronization.</i>	
OVERALL EFFECT	POINTS
<i>(Fight Song, Game Situation, and PR will be averaged)</i>	10
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image.</i>	
TOTAL	

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COLLEGE GAME DAY - PERFORMANCE ROUTINE



Team Name _____

Division _____

PERFORMANCE ROUTINE	POINTS
CHOREOGRAPHY	10
<i>Elements included in choreography (visuals, musical interpretation, staging, etc.) for an entertaining and game day appropriate performance.</i>	
SYNCHRONIZATION	10
<i>Consistent unison and timing by the team. Uniformity of team movement. Consistent and even positioning of dancers throughout all formations and transitions.</i>	
EXECUTION OF MOVEMENT	10
<i>Proper control, placement and completion of motions and/or technical elements. Quality of strength of motions and/or technical elements.</i>	
OVERALL EFFECT	POINTS
<i>(Fight Song, Game Situation, and PR will be averaged)</i>	10
<i>Ability to connect with the crowd. Leave a lasting impression while maintaining an overall Collegiate image.</i>	
TOTAL	

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