

UNIVERSAL DANCE ASSOCIATION

SPIRIT PROGRAM GAME DAY - FIGHT SONG



Team Name _____

Division _____

FIGHT SONG	POINTS
GAME DAY MATERIAL & VISUAL APPEAL	10
<i>Appropriate use of material and skills relevant to the game day environment. Pace, flow, crowd engagement.</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, 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.</i>	
TOTAL	

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UNIVERSAL DANCE ASSOCIATION

SPIRIT PROGRAM GAME DAY - SIT. SIDELINE



Team Name _____

Division _____

SITUATIONAL SIDELINE	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, 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.</i>	
TOTAL	

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SPIRIT PROGRAM GAME DAY - TIMEOUT



Team Name _____

Division _____

TIMEOUT		POINTS
GAME DAY MATERIAL & VISUAL APPEAL		10
Appropriate use of material and skills relevant to the game day environment. Pace, flow, crowd engagement.		
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 & TECHNIQUE		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, Situational Sideline, and Timeout 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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