



UDA SCHOOL SCORING COMPETITION UPDATES

2026-2027 SEASON

Here is an overview of the changes for the 2026-2027 Season for all Junior High, Junior Varsity, and Varsity Divisions.

For **ALL** Rules and Regulation updates, visit [Divisions, Rules & Scoring - UDA](#)

DIVISION UPDATES

DI (1400+ school enrollment)

- Small Varsity DI will be 5-12 members (Pom, Jazz, Hip Hop)
- Medium Varsity DI will be 13-16 members (Pom, Jazz, Hip Hop)
- Large Varsity DI will be 17+ members (Pom, Jazz, Hip Hop)
- Small Varsity DI High Kick: 5-14 members (High Kick only)
- Large Varsity DI High Kick: 15+ members (High Kick only)

DII (1399 or less school enrollment)

- Small Varsity DII will be 5-12 members (Pom, Jazz, Hip Hop, and High Kick)
- Large Varsity DII will be 13+ members (Pom, Jazz, Hip Hop, and High Kick)

Game Day & Spirit Program Divisions

- Small Varsity Game Day Division: 5-12 members
- Medium Varsity Game Day Division: 13-16 members
- Large Varsity Game Day Division: 17+ members
 - Junior Varsity and Varsity teams may combine to compete in the Varsity Game Day division and Spirit Program Game Day Divisions. Teams that combine to compete in Varsity Game Day may not also compete separately in their respective Junior Varsity or Varsity Game Day divisions at the same event. All athletes must meet Varsity age requirements (8th–12th grade).
- Small Varsity DI Spirit Program Game Day: 5-39 members
- Large Varsity DI Spirit Program Game Day: 40-75 members
- Small Varsity DII Spirit Program Game Day: 5-34 members
- Large Varsity DII Spirit Program Game Day: 35-75 members

For a complete list of divisions please visit [Divisions, Rules & Scoring - UDA](#).

REGIONAL COMPETITION DIVISION SPLITS

- At Regionals, Varsity divisions will **FIRST** be split into DI and DII if there are **11 or more** teams registered. Varsity divisions will be further split into size **ONLY** if there are **11 or more** teams registered in the DI and/or DII split.
- Junior High and JV divisions will not be split at any event.
- DI High Kick will only be split Small (5-14 members) and Large (15+ members). DI Pom, Jazz, and Hip Hop will split Small, Medium, and Large.

TRADE OUT ATHLETES

- **High School**
 - Teams competing in multiple performance categories must stay in the same division size but can have different numbers in routines.
 - Exception: Teams who compete in DI High Kick and one other performance category (Pom, Jazz, or Hip Hop) will base their second performance on the division size chosen for High Kick. Teams will be permitted to compete in their second performance category (Pom, Jazz, or Hip Hop) in one division smaller or one division larger than their Kick division.

- Teams competing in game day will not be able to compete with less athletes than the performance category with the highest number of athletes.
 - Teams who compete in DI High Kick, one other performance category (Pom, Jazz, or Hip Hop), and game day will not be able to compete game day with less athletes than the performance category with the highest number of athletes.

ENROLLMENT

- For the 2026-27 season, any team representing a single gender school that includes athletes from co-operative (co-op) schools will have its DI/DII classification determined by the combined total enrollment of all participating schools. Teams must submit:
 - The enrollment number for each co-op school from which athletes are pulled from, and
 - The number of athletes on the roster representing each of those schools.
- Magnet or affiliated school enrollment should be included if students from that school are members of the spirit squad.
- Enrollment letters must include the number of students enrolled at the school and must be submitted no sooner than thirty (30) days from the start of school and no later than October 1, 2026.
 - The official enrollment letter must come from the school's principal or athletic director on an official school letterhead and include a copy of the registrar's/attendance office documentation of enrollment by grade/student type.
- For more information on enrollment, please see page 8 of the 2026-2027 UDA Rules and Regulations.

PROPS

- Wearable items used to enhance the routine are allowed but must remain connected to the garment/costume throughout the entire performance. If taken off and danced with, it becomes a prop. Wearable items cannot be taken off and discarded.
- See page 13 of the UDA Rules and Regulations for Game Day Prop rules.
- Spirit Program Game Day Divisions will have different prop rules. Refer to the Spirit Program Rules and Regulations on page 14 of the UDA Rules and Regulations for more information.

DANCE GAME DAY

- Junior Varsity and Varsity teams may combine to compete in the Varsity Dance Game Day division. Teams that combine to compete in Varsity Game Day may not also compete separately in their respective Junior Varsity or Varsity Game Day divisions at the same event. All athletes must meet Varsity age requirements (8th–12th grade).
- Signs/Poms/Rally Towels will be permitted in Game Day.
 - Clarification: Signs are only allowed in Fight Song and Spirit Raising. Signs are not allowed in the Performance Routine section.
- Signs, poms, or rally towels must be safely placed or dropped inside the competition area and cannot be tossed or thrown off the stage or into the crowd.

ROUTINE SAFETY RULES

- No handed kip ups are allowed for the 26-27 season.

INTERMEDIATE ROUTINE SAFETY RULES

- Connecting skills are not required but are permitted. Dancers may connect up to two skills (tumbling, technical, and/or lifts) within a single sequence, provided they follow the skill restrictions listed below. After completing a skill or connected sequence, dancers must perform at least 8 counts of choreography before initiating another skill or sequence. These skill restrictions apply to all intermediate sections below.
 - Example 1: Chaîne' connecting to a calypso is allowed.
 - Example 2: Double Pirouette into a toe touch is allowed.
 - Example 3: Leg extension into a soutenu into a turn sequence is NOT allowed (exceeds two connected skills).
- Turn sequences are the exception and may not be connected to any other skill, technical element, or sequence. Dancers must perform at least 8 counts of choreography before and after a turn sequence.
 - Example 1: A leap into a fouetté turn sequence is NOT allowed (turn sequences may not be connected).
 - No leg hold turns of any kind are permitted in turn sequences.
 - Turn sequences may not be connected to any other skill, technical element, or sequence. Dancers must perform at least 8 counts of choreography before and after a turn sequence

- Calypso's are allowed for the 26-27 season
- Choreographed landings must first bear weight on the hand(s) or foot/feet. Dancers can use a bug, roll, or soutenu as an optional landing for Leaps/Jumps.

SCORE SHEET UPDATES

- The Overall Section will now be split and scored by each individual panel; Overall Execution and Overall Choreography. The scores are still averaged across the full panel.
- The captions below have been re-worded for more clarity within the score sheets to align with the UDA Scoring Philosophy.

EXECUTION SCORE SHEET

- Execution of Technical Elements caption = Proper execution of technical elements and skills including but not limited to; turns, leaps, jumps, kicks, and acrobatic elements. Evaluation of correct technique, control, balance, and completion of skills.
- Communication/Projection = Ability to connect with the audience throughout the performance. Includes projection, energy, confidence, and genuine expression. Evaluates consistent engagement and performance presence across the team.
- Overall Effect = Evaluation of the performance as a whole. Assesses the consistency and quality of execution across the team and the effectiveness of the routine's delivery.

CHOREOGRAPHY SCORE SHEET

- Musical Interpretation = Use of rhythm, groove, and musical phrasing. Incorporation of musical variations including syncopation, accents, and dynamics.
- Movement Composition = Creativity and originality of movement phrasing. Variety and development of movement through full body use, weight changes, momentum, suspension, and isolations.
- Routine Staging = Use of formations, transitions, and floor coverage to create clear and effective visual design.
- Communication/Projection = Evaluation of the intentional use of dynamics, texture, and variety of performance moments within the choreography to create opportunities for audience engagement.
- Overall Effect is now Overall Impact = Evaluation of the overall impact of the choreography based on structure, flow, and clarity of concept. Measures how effectively all elements work together to create a unified and intentional routine.

NDTC INFORMATION

- The max number of performances a dancer may compete in at NDTC with a school team is two (2) performance routines (Pom, Jazz, Hip Hop, and/or High Kick), one (1) Dance only Game Day, and one (1) Spirit Program Game Day, for a total of four (4) performances. There are **NO** exceptions to this rule.
 - Dancers may compete in only 2 performance routines (Pom, Jazz, Hip Hop, and/or High Kick).
 - Dancers may compete in one Dance only Game Day and one Spirit Program division.
 - Mascot participants are limited to performing in a maximum of 3 divisions per individual within an event.
- From each round of competition, 50%* of the teams in each round/group will advance.
 - In divisions with 5 or less teams, a minimum of 5 will advance to the final round of competition.
 - In divisions with 6 teams, a minimum of 4 teams will advance to the final round of competition.

NEW! 2027-2028 DIVISION UPDATES

- Starting in the 2027-2028 season, Junior High will be 5th – 8th grade.
- Starting in the 2027-2028 season, Schools with only one dance team are not eligible to compete in the Junior Varsity division. Example: Junior Varsity may not be the primary competitive dance team at the school.

For the Event Guidelines, Divisions, and Scoring Updates, please visit uda.varsity.com. For additional questions throughout the season please contact udascoreing@varsity.com