

# 2022-2023 DANCE COMPETITIONS

College Dance Game Day Scoresheet All-In-One Performance

Team Name:

Division:

# On Team

VARSITY SPIRIT

| Fight Song                     | Max<br>Value | Score | Comments:                              |
|--------------------------------|--------------|-------|--|
| Game Day Material              | 20           |       |  |
| Visuals/Formations/Transitions | 20           |       |  |
| Motion/Skill Execution         | 20           |       |  |
| Synchronization/Spacing        | 20           |       |  |
| Spirit Raising (Band Chant)    | Max<br>Value | Score |  |
| Game Day Material              | 20           |       |  |
| Visuals/Formations/Transitions | 20           |       |  |
| Motion/Skill Execution         | 20           |       |  |
| Synchronization/Spacing        | 20           |       |  |
| Performance Routine            | Max<br>Value | Score |  |
| Game Day Material              | 20           |       |  |
| Visuals/Formations/Transitions | 20           |       |  |
| Motion/Skill Execution         | 20           |       |  |
| Synchronization/Spacing        | 20           |       |  |
| Showmanship                    | Max<br>Value | Score |  |
| Crowd Appeal                   | 30           |       |  |
| Overall Impression             | 30           |       | All-In-One Performance  Judge:         |
| TOTAL SCORE                    | 300          |       | ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~ |

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All 3 Game Day routines will be performed for this division and in the following order: Fight Song, Band Chant and Performance Routine. Each routine will be judged on the below criteria.

# CHOREOGRAPHY (120 points possible for all 3 routines)

#### GAME DAY MATERIAL (20 points possible per routine)

- · Routine skills and movement are relevant to the game day environment.
- Encourages crowd interaction and involvement (this is not required for the performance routine).

#### VISUALS/FORMATIONS/TRANSITIONS (20 points possible per routine)

- Variety of movement and visual effects that complement the music.
- Visual and effective formations and transitions.

# EXECUTION (120 points possible for all 3 routines)

### MOTION/SKILL EXECUTION (20 points possible per routine)

- · Proper control, placement and sharpness of motions.
- · Proper technique and uniformity of skills.

#### SYNCHRONIZATION/SPACING (20 points possible per routine)

- · Timing of movement throughout the routine.
- · Spacing of team members in relation to each other.

# SHOWMANSHIP (60 points possible for all 3 routines)

# **CROWD APPEAL (30 points possible)**

Energy, showmanship, facial expression, eye contact and overall connection to the crowd.

#### **OVERALL IMPRESSION (30 points possible)**

Judge's impression of the entire performance encompassing all scoresheet categories. This may include elements such as: Appearance and Appropriateness.

# **TOTAL POINTS POSSIBLE (300 points for all 3 routines)**

#### **POINT SCALES**

20 Point Scale:

Superior 18-20 Above Average 15-17 Average 12-14

Below Average 0-11

30 Point Scale:

Superior 28-30 Above Average 25-27 Average 22-24 Below Average 0-21

