SPIRIT



2022-2023 DANCE COMPETITIONS

College Hip Hop

Team Name: Division: # On Team

Choreography	Max Value	Score	Comments:
STYLE/CREATIVITY	15		
ROUTINE STAGING Transitions/Continuity Formations/Use of Floor	15		
Specialties Use of Team	10		
Execution	Max Value	Score	
MOVEMENT TECHNIQUE Control/Placement Intensity/Strength	15		
UNIFORMITY	15		
TECHNICAL SKILLS/SPECIALTIES Technique of styles presented Execution of Specialties	10		
Performance	Max Value	Score	
SHOWMANSHIP	10		
OVERALL IMPRESSION Judge's impression of the entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness and Crowd Appeal.	10		College Hip Hop
TOTAL SCORE	100		Judge:

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COLLEGE HIP HOP ROUTINE PROCEDURE: A college hip hop routine consists of street style movement with an emphasis on execution, uniformity, body control, rhythm, creativity, visual effects and musical interpretation. A combination of hip hop styles are permitted and may include (but not limited to): body control/isolations, popping, locking, tutting, breaking etc. Jazz technique and technical skills (i.e. turns, leaps) will not be credited in this division.

CHOREOGRAPHY (40)

Style/Creativity (15)

- Movement/Variety Variety of movement incorporated effectively throughout the routine.
- Visual Effects Use of visual effects, level changes, roll-offs, etc. to make routine more exciting and original.
- Musical Interpretation Music selection and appeal, should complement choreography, movement and skills match the beats/hits in music. Sound effects should accentuate choreography not overpower it.

Routine Staging (15)

- Transitions/Continuity Smooth, clean transitions from element to element, throughout routine. Pace, visual effect and creativity of transitions will increase difficulty.
- Formations/Use of Floor Variety of formations and effective use of formation changes to increase excitement. Ability to utilize the performance area to reach the entire audience.

Difficulty (10)

- **Specialties** Incorporation of challenging elements (pace, direction changes, style specific specialties, technical elements, etc.) and how they are used to enhance the routine.
- Use of Team How many team members are used to perform specialties and/or technical elements, looking for good utilization of the team overall.

EXECUTION (40)

Movement Technique (15)

- Control/Placement Proper control, placement and posturing of angles and body positions. Looking for full extension & completion of movement.
- Intensity/Strength Ability to perform movement with the proper level of strength and attack continually and effectively.

Uniformity (15)

- Synchronization How well a team dances together. The ability to be "in sync" and maintain accuracy of movement.
- Timing/Rhythm/Pace The ability to dance on beat with the music, avoiding going too fast or too slow.
- Spacing Centering and even positioning of formations and the ability to keep it consistent during transitions.

Technique (10)

- Technique of styles presented Ability to perform correct technique of selected styles (popping, locking, tutting, breaking, etc.).
- Execution of Specialties Ability to demonstrate correct technique when executing specialties (body awareness, control, body position/form, balance, etc.).

PERFORMANCE (20)

Showmanship (10)

- Carriage/Projection Genuine use of projection, engaging the audience, naturalness.
- Energy/Expression/Emotion Ability to convey and maintain the appropriate energy, mood and emotion throughout the
 performance.
- Eye Contact/Confidence Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, and sportsmanship.
- Recoveries Good recoveries, keeping showmanship strong even through mistakes.

Overall Impression (10)

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

POINT SCALES

15 Point Scale:

Superior 14-15 Above Average 12-13 Average 10-11 Below Average 0-9 10 Point Scale:

Superior 9-10 Above Average 7-8 Average 5-6 Below Average 0-4

