



2025-2026 DANCE COMPETITIONS

College Hip Hop

Team Name:
Division:
On Team

Choreography

 Max
Value

Score

Comments:

STYLE/CREATIVITY

- Movement/Variety
- Visual Effects
- Musical Interpretation

15

ROUTINE STAGING

- Transitions/Continuity
- Formations/Use of Floor

15

DIFFICULTY

- Specialties
- Use of Team

10

Execution

MOVEMENT TECHNIQUE

- Control/Placement
- Intensity/Strength

15

UNIFORMITY

- Synchronization
- Timing/Rhythm/Pace
- Spacing

15

TECHNICAL SKILLS/SPECIALTIES

- Technique of styles presented
- Execution of Specialties

10

Performance

SHOWMANSHIP

- Carriage/Projection
- Energy/Expression/Emotion
- Eye Contact/Confidence
- Recoveries

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

TOTAL SCORE

100

Judge:

College Hip Hop

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

