



Universal Dance Association

Game Day Score Sheet - Fight Song

Team Name _____ Judge Number _____

DIVISION: Division IA Division I Open

FIGHT SONG	POINTS	SCORE	COMMENTS
OVERALL COLLEGIATE IMAGE	10		
<i>Appropriate and effective appearance to enhance leading the crowd</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of team movement within choreography and skills.</i>			
EXECUTION OF MOVEMENT & TECHNIQUE	10		
<i>Proper control, placement and completion of motions and skills. Quality of strength of motions and skills.</i>			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>(Fight Song, Game Situation and Timeout will be averaged)</i>	10		
<i>Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value.</i>			
TOTAL			



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Game Day Score Sheet - Game Situation

Team Name _____ Judge Number _____

DIVISION: Division IA Division I Open

GAME SITUATION	POINTS	SCORE	COMMENTS
CROWD EFFECTIVENESS	10		
<i>Proper use of material (poms/signs). Proper response to situational game cue. Ability to engage and lead the crowd.</i>			
SYNCHRONIZATION	10		
<i>Consistent unison and timing by the team. Uniformity of team movement within choreography and skills.</i>			
EXECUTION OF MOVEMENT & SKILLS	10		
<i>Proper control, placement and completion of motions and skills. Quality of strength of motions and skills.</i>			
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>(Fight Song, Game Situation and Timeout will be averaged)</i>	10		
<i>Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value.</i>			
TOTAL			



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Game Day Score Sheet - Timeout

Team Name _____ Judge Number _____

DIVISION: Division IA Division I Open

TIMEOUT	POINTS	SCORE	COMMENTS
VISUAL INCORPORATIONS <i>Elements included in choreography (group work, levels, visuals, etc.) to enhance choreography for an entertaining and game day appropriate performance</i>	10		
SYNCHRONIZATION <i>Consistent unison and timing by the team. Uniformity of team movement within choreography and skills.</i>	10		
EXECUTION OF MOVEMENT & TECHNIQUE <i>Proper control, placement and completion of motions and skills. Quality of strength of motions and skills.</i>	10		
OVERALL EFFECT	POINTS	SCORE	COMMENTS
<i>(Fight Song, Game Situation and Timeout will be averaged)</i> <i>Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value.</i>	10		
TOTAL			