

TEAM NAME

DIVISION

ON SQUAD

Choreographm

STYLE/CREATIVITY	MAXIMUM VALUE	SCORE
- 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	MAXIMUM VALUE	SCORE
- Control/Placement - Intensity/Strength	15	
UNIFORMITY		
- Synchronization - Timing/Rhythm/Pace - Spacing	15	
TECHNIQUE		
- Technique of Styles Presented - Execution of Specialties	10	

Performance

SHOWMANSHIP	MAXIMUM VALUE	SCORE
- Carriage/Projection - Energy/Expression/Emotion - Eye Contact/Confidence - Recoveries	10	
OVERALL IMPRESSION		
Judge's impression of entire performance encompassing all scoresheet categories.	10	

Comments



TOTAL SCORE (100)

JUDGE: _____

Routine Procedure: A routine where dancers perform street style movement with an emphasis on execution, uniformity, body control, rhythm, creativity, visual effect and musical interpretation. A combination of hip hop styles is permitted and can include (but not limited to): body control/isolations, popping, locking, tutting, breaking, etc. Jazz technique (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 with 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 & posturing of angles and body positions. Full extension & completion of movement.

Intensity/Strength– Ability to perform movement with the proper level of strength & 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 performance.

Eye Contact/Confidence - Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, sportsmanship.

Recoveries - Good recoveries, keeping showmanship strong even through mistakes.

Overall Impression (10)

Judge’s impression of entire performance encompassing all score-sheet categories (may also include elements such as: Appearance, Appropriateness, Crowd Appeal).

TOTAL POINTS POSSIBLE (100)

POINT SCALES:

15 Points:

10 Points:

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

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