



COLORADO HIGH SCHOOL ACTIVITIES ASSOCIATION

GAME DAY DANCE JUDGING FORM FOR

STATE COMPETITION

School _____

Classification _____

Fight Song	30 Points	30	Comments
GAME DAY MATERIAL Appropriate use of material and skills relevant to your schools traditional game day	/10		
SYNCHRONIZATION Consistent unison and timing by the team. Uniformity of team movement with the choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions	/10		
EXECUTION OF MOVEMENT Proper control, placement and completion of motions or skills. Quality of strength of motions or skills.	/10		
Spirit Raising	30 Points	30	
CROWD EFFECTIVENESS Appropriate use of material and skills relevant to your schools traditional game day. Ability to engage and lead the crowd.	/10		
SYNCHRONIZATION Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.	/10		
EXECUTION OF MOVEMENT Proper control, placement and completion of motions or skills. Quality of strength of motions or skills.	/10		
Performance Routine	30 Points	30	
CHOREOGRAPHY Elements included in choreography (group work, levels, visuals, etc.) for an entertaining and game day appropriate performance	/10		
SYNCHRONIZATION Consistent unison and timing by the team. Uniformity of team movement within choreography and skills. Consistent and even positioning of dancers throughout all formations and transitions.	/10		
EXECUTION OF MOVEMENT & TECHNIQUE Proper control, placement and completion of motions and skills. Quality of strength of motions and skills.	/10		
Overall Impression	10 Points	10	
Ability to connect with the audience to motivate and leave a lasting impression through projection, genuine expression, energy, crowd interaction and entertainment value. Ability to present a positive image of genuine school spirit through the entire performance including transitions.	/10		
Total:		100	

Judge _____