

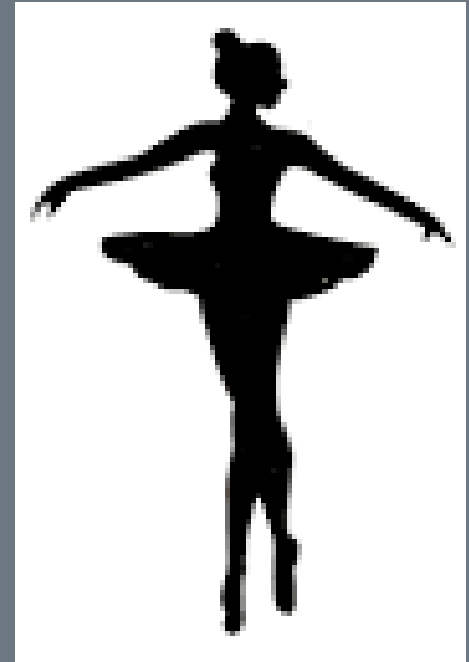
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# 2022 SDHSAA CHEER & DANCE JUDGES TRAINING

CHRISTINA BENNETT & BRANDY GANGLE



DANCE



# DANCE - RUBRIC

<b>JUMPS – Degree of Difficulty: 10 points</b>	<b>LEAPS – Degree of Difficulty: 10 points</b>	<b>TURNS – Degree of Difficulty: 10 points</b>	<b>KICKS – Degree of Difficulty: 10 points</b>	<b>TRICKS &amp; STALLS – Degree of Difficulty: 10 points</b>
<b>Beginning: 1-3 points</b>	<b>Beginning: 1-3 points</b>	<b>Beginning: 1-3 points</b>	<b>Beginning: 1-3 points</b>	<b>Beginning: 1-3 points</b>
<ul style="list-style-type: none"> <li>• Star</li> <li>• Arabesque</li> <li>• Sissone</li> </ul>	<ul style="list-style-type: none"> <li>• Stag</li> <li>• Split Leap</li> </ul>	<ul style="list-style-type: none"> <li>• Any Single Rotation               <ul style="list-style-type: none"> <li>• Pencil</li> <li>• Coupé</li> <li>• Pirouette</li> <li>• Fouetté/a la secondé</li> </ul> </li> <li>• Chaîné</li> <li>• Piqué</li> </ul>	<ul style="list-style-type: none"> <li>• Hip/Waist Height               <ul style="list-style-type: none"> <li>• Straight Leg</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• 3 step</li> <li>• Forward Roll</li> <li>• Backward Roll</li> <li>• Round Off</li> <li>• Coffee Grinder</li> </ul>

- A majority of the team should perform a skill to earn the category – Beginner, Intermediate, and Advanced
- A majority of the team performing multiple skills in the category should earn the higher point level

# DANCE - RUBRIC

## Plus Any Additional Intermediate Skills: 4-5 points

Intermediate: 5-6 points	Intermediate: 5-6 points	Intermediate: 5-6 points	Intermediate: 5-6 points	Intermediate: 5-6 points
<ul style="list-style-type: none"> <li>• Side Hurdler</li> <li>• Double Attitude/Stag</li> <li>• C Jumps</li> <li>• Front Hurdle</li> </ul>	<ul style="list-style-type: none"> <li>• Side/Center</li> <li>• Axle</li> <li>• Tour Jeté</li> <li>• Reverse</li> </ul>	<ul style="list-style-type: none"> <li>• Any Double Rotation</li> <li>• Front or Back Attitude</li> <li>• Tour en l'air</li> <li>• Illusion</li> </ul>	<ul style="list-style-type: none"> <li>• Chin/Chest Height               <ul style="list-style-type: none"> <li>• Flick</li> <li>• Hitch</li> <li>• Pitch/Pee a Boo</li> <li>• Fan(Inside/Outside)</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Freeze variations</li> <li>• Front Handspring (*see note below)</li> <li>• K-stand/Colt</li> <li>• Nike</li> <li>• Headstand variations</li> <li>• Handstand variations</li> <li>• Kip up from knees</li> </ul>

- Less than a majority of the team performing higher level skills should earn the team the additional points highlighted on the rubric
- More additional skills (done by less than a majority of the team) should earn the higher points

# DANCE - RUBRIC

## Plus Any Additional Advanced Skills: 6-7 points

Advanced: 7-8 points	Advanced: 7-8 points	Advanced: 7-8 points	Advanced: 7-8 points	Advanced: 7-8 points
<ul style="list-style-type: none"> <li>• Ring</li> <li>• Pike</li> <li>• Around the World</li> <li>• Toe Touch/Russian</li> <li>• Pitch/Tilt</li> </ul>	<ul style="list-style-type: none"> <li>• Any Turning Leap               <ul style="list-style-type: none"> <li>• Turning C/Suicide</li> <li>• Turning Toe Touch/Disc</li> </ul> </li> <li>• Any Leap with Switch               <ul style="list-style-type: none"> <li>• Front/Open/Center</li> <li>• Side</li> </ul> </li> <li>• Calypso</li> <li>• Romversé</li> </ul>	<ul style="list-style-type: none"> <li>• Any Triple or Greater Rotation</li> <li>• Leg Hold Turn/Leg Pirouette</li> <li>• Changing spot in a la secondé</li> <li>• Float a la secondé</li> <li>• Leap in combo w/ a la secondé</li> </ul>	<ul style="list-style-type: none"> <li>• Nose/Forehead Height               <ul style="list-style-type: none"> <li>• Tilt</li> <li>• Hanger</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Headspring</li> <li>• Handstand pirouettes</li> <li>• Hollow back</li> <li>• Back Handspring (*see note below)</li> <li>• Kip up from back</li> <li>• Invert</li> <li><del>• Front Semis/Websters</del></li> <li><del>• Side Semis</del></li> <li>• Side or Front Aerials (bent or straight legs)</li> <li>• Baerials (barrel roll aerials)</li> </ul>

# DANCE - RUBRIC

Any **Connected** Advanced Skills: 9-10 points

- In order to get 9 or 10 points, the advanced skills need to be **connected**

Connection is the key

For example, with jumps, connected means no prep in between

# DANCE - EXECUTION

- Execution is where you judge how well a skill is performed
- Poorly executed skills will still get the difficulty score if they were clearly attempted, the execution portions of the scoresheet is where you deduct for not being done well
- Use the terms on the right side of the scoresheet – circle what they did well and what they could improve

# DANCE - EXECUTION

Choreography			
Composition of Movement	/10	Originality Creativity	Originality Creativity
Staging / Visual Effects	/10	Utilizes the Floor Varying Formations	Utilize the Floor Vary Formations
Degree of Difficulty (in Choreography)	/10	Seamless Transitions Motion Variety	Smoother Transitions More Motion Variety
Choreography Feedback		Visually Effective Level Changes	More Visual More Level Changes

- Composition of movement – movement compliments music, shows originality and creativity as well as balanced use of dancers and incorporates elements that supports and enhances the routine



# DANCE - EXECUTION

Choreography			
Composition of Movement	/10	Originality Creativity	Originality Creativity
Staging / Visual Effects	/10	Utilizes the Floor Varying Formations	Utilize the Floor Vary Formations
Degree of Difficulty (in Choreography)	/10	Seamless Transitions Motion Variety	Smoother Transitions More Motion Variety
Choreography Feedback		Visually Effective Level Changes	More Visual More Level Changes

- Staging/Visual Effects – Choreography utilizes the floor and how the dancers are presented; structure of varying formations and seamless transitions. Incorporation of creative and surprising visual effects developed through motion variety, floor work, level changes, partner work, group/ground work, opposition, etc.

# DANCE - DIFFICULTY

Choreography			
Composition of Movement	/10	Originality Creativity	Originality Creativity
Staging / Visual Effects	/10	Utilizes the Floor Varying Formations	Utilize the Floor Vary Formations
Degree of Difficulty (in Choreography)	/10	Seamless Transitions Motion Variety	Smoother Transitions More Motion Variety
Choreography Feedback		Visually Effective Level Changes	More Visual More Level Changes

- Degree of Difficulty (in Choreography) – This is where the ONE difficulty score for the dance performance goes. It should be consistent across the dance performance judges and does not take into account the execution of the skills performed

# DANCE - EXECUTION

Execution			
Uniformity / Synchronization / Timing	/10	Movement Timing Skill Timing	Movement Timing Skill Timing
Spacing	/10	Formation Spacing Posture	Formation Spacing Posture
Execution of Technique / Alignment	/10	Body Placement	Body Placement
Strength of Movement	/10	Strength / Control Extension	Strength / Control Extension
Elements & Skills	/10	Stamina High Relevé	Stamina High Relevé
Execution Feedback:		Pointed Toes Connected Passé Preparation/Landing Jump / Leap Height Flexibility	Pointed Toes Connect Passé Preparation/Landing Jump / Leap Height Flexibility

# DANCE - EXECUTION

- Uniformity / Synchronization – How well the team dances together. The ability of the team to maintain strong team timing in movement and skills with accuracy and control
- Spacing – Dancers are able to execute spatial awareness to position themselves with correct distances throughout all formations and transitions
- Technique / Alignment – Dancers understand correct posture, body placement, control, strength, and extension. Motions maintain superior placement, pathways, and precision
- Strength of Movement – Dancer's endurance and ability to maintain strength, sharpness, and stamina throughout the routine
- Elements / Skills – Dancers demonstrate correct approach, execution, and completion of selected technical elements and skills

# DANCE - EXECUTION

Presentation			
Communication	/10	Projection Confidence	Projection Confidence
Overall Impression	/10	Genuine Emotion	Genuine Emotion

- Communication – Genuine use of projection and confidence through facial and body energy and emotion of intended style
- Overall Impression – Overall performance has fulfilled the genre per the category description and is suitable for family viewing

# DANCE - EXECUTION

Presentation Feedback:

Overall Feedback / Areas of Improvement:

- The bottom of the scoresheet is space to write comments – use this!
- It helps the team know what to improve upon, but use constructive criticism

# DANCE - PERFORMANCE

- Count the number of athletes on the team before they begin
- Use scratch paper to write down the skills you see and the number of athletes or stunt groups that perform them

Difficulty is determined based on majority/the number of athletes that perform each skill and how many skills in each level of difficulty are performed

You need to watch a lot of things happening at once; focus and note everything

- Judge what you see that day, not what you know the team can do or have seen at a previous competition

# DANCE - PERFORMANCE

- Difficulty scores should match among all performance judges working the competition

Immediately after the performance ends, discuss what was seen and determine the appropriate difficulty scores

Keep the notes you took during the competition in case questions are sent to SDHSAA

- Know your stuff – You need to know the proper technique for the various skills to give proper scoring and feedback



# JUDGING TIPS

- Judges need to be quick

Quickly discuss difficulty with the other judges for consistency and move on to execution and comments

The competition needs to move on in a timely manner and not wait on the judges – strive for completing scoresheets and totaling scores within 2 minutes

- Always bring:

- Your Rubric
- Your Rules Book
- Pencils
- A Calculator
- Paper
- A Mask
- Water & Snacks

- Read your judges manual!

There is a lot of good information in there about what to do at a competition and how to judge different categories



# DANCE SAFETY

# NFHS DEFINITIONS CHANGES

## Definitions

- Airborne – A state in which a person is free of contact from a person or the performance surface.
- Headspring - A tumbling skill in which a person places both hands and head on the performing surface, pushes off with the hands while flipping the legs overhead and landing on the feet. It is non-airborne in approach but airborne in descent following the inversion.

# NFHS GENERAL RISK CHANGES

- 2-1-5: Hair-control devices, accessories and other adornments in the hair that are securely fastened, appropriate for the activity and do not present an increased risk to the participants are allowed.
  - "If it's legal without that accessory, chances are it's legal with that accessory."
- 2-1-11: Soft, nonabrasive and/or non-hardening supports, braces, soft casts, etc., that are unaltered from the manufacturer's original design/production do not require additional padding. Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow or upper arm must be padded with a closed-cell, slow-recovery foam padding no less than one-half-inch thick if the participant is involved in partner stunts, pyramids or tosses. A participant wearing a lower-body plaster cast or walking boot must not be involved in partner stunts, pyramids, tosses, jumps or tumbling.

# DANCE - NEW SD RULES

- SD Rules book changes to say the following tumbling skills will be allowed:

Cartwheels, round offs, aerials (front and side with bent or straight legs), front and back handsprings as long as the feet or hands land first.

Any flipping movement that takes off or lands on two feet are illegal with the exception of front and back handsprings.

Front and back tucks are illegal.

Tumbling passes that connect different or same skills remain illegal – this means no round off back handsprings, for example

# DANCE SAFETY - PREPARATION

- Attire
  - Professional, black
  - Consider shoes
- Come prepared
  - Clipboard
  - Blank paper
  - Red card
  - Extra sheets, rules books
- Facility
  - Medical Timeout with ADs
  - Mat, wall, bleacher spacing
  - Identify traffic flow, on-deck areas
  - Timers, runners
- Communicate with other safety judge(s)
  - Decide boundaries, responsibilities

# DANCE SAFETY – ON DECK

- Competition ready
  - Uniforms
    - Midriffs
      - Covered by uniform or two layers of sheer
    - Headwear
      - Soft and secured, whether uniform or individual
  - Jewelry
    - Ask the athlete to remove it
      - Anklets under dance tights
    - Jewelry in on-deck area does receive a deduction
  - Fingernails, gum, candy
- Unnecessary Delay
  - Whole team present
  - Team members, coaches only
  - Cheer/chant after called
- Count competitors
  - Assists with skills, deductions, questions

# DANCE SAFETY – DURING ROUTINE

- Be constantly aware of possible injury or concussion
  - Red card – Stop the routine if and when athlete is unable to continue, chooses not to continue, or displays obvious concussion symptoms.
  - When the routine is stopped, the team may elect to repeat the routine at the end of the division **WITHOUT** the red-carded athlete or accept their current score without completing.
- Boundaries
  - STAGE DIRECTIONS
  - FULL body part
  - Tumbling, props
- VIP seats
  - TWO coaches only
  - Warning
- Skill Infractions
  - Quickly note what, when, where, who, quantity



# DANCE SAFETY – AFTER ROUTINE

- Discuss with other safety judge
  - Verify what, when, where, who, quantity for accuracy
  - Defer to better vantage point
- Be specific!
  - What skill (use NFHS terms)
    - Always refer to definitions
  - When during the routine
    - Approximately how far into routine, which part of music, formation, etc.
  - Where on the performance floor
    - Use stage directions
- Who committed the infraction
  - Identify athlete(s) as needed
- Quantity of skills executed
  - Deduction per skill
  - Be absolutely certain
- Cite NFHS or SDHSAA rule
  - No rule, no deduction
- Written explanation

# DANCE SAFETY – INQUIRY PROCESS

- Thumbs up!

Or.....



- With coach(es) only
- Explanation of infraction(s)
- Answer clarification questions
- Do NOT offer solutions
- Not in front of the performance judges' table
- Note which teams conference and which do not

If confrontational/uncomfortable:

- Deductions will not change
- Defer to Jo
  - "If you still have concerns, I encourage you to email Jo."
- "If this continues, you're going to earn an unsporting deduction."

# DANCE SAFETY – BETWEEN ROUTINES

- Complete, turn in any unfinished sheets
- Keep all sheets, notes, etc., confidential
  - Keep personal notes and records for the duration of the season
- Help safety judges on the other side if needed/asked
- Make sure runner comes to get sheets
- Do NOT accept video review requests

# SAFETY SCORE SHEET

<b>Tumbling/Dance Fall(s) – Individual Athlete</b> Examples: fall/land to weight bearing position during tumbling, jumps or other skills	1 point
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- Be aware of possible injury first, then assess deduction.
- Differentiate between falls and poor execution.
  - Must be **weight bearing** to be a fall.
- Deduction is per athlete, per occurrence.

# SAFETY SCORE SHEET

<b>Jewelry or Improper Uniforms</b>	
Illegal braces, supports, casts, undergarments	5 points
Fingernails, hair, glitter	1 point

- Teams are expected to be competition ready in the on-deck area. Take the deduction(s).
- Fingernails only if noticeable.
- Hair if/when it becomes a potential safety hazard during the competition.
- Deduction is per athlete, per occurrence
  - One per athlete for hair, but per piece of jewelry.

# SAFETY SCORE SHEET

<b>Boundary Violation</b> ONE ENTIRE weight-bearing hand, foot or body part is completely outside of the performance surface	1 point per athlete
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- ENTIRE hand, foot, etc., over the boundary.
- Boundaries do not extend vertically (example: turns).
- Deduction is per athlete, per occurrence.

# SAFETY SCORE SHEET

<b>Props</b> Thrown (flick of wrist)/Stepping on - out of skill/stunt (1); Slipping & Falling out of skill/stunt (5)	1 or 5 point /occurrence	____ L ____ C ____ R
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- Only dance props are poms in pom division.
- Poms should not be thrown to other athletes during routine.
- Above rules only apply if a pom is on the performing surface during the routine.
- If an athlete safely discards a pom, please do not deduct. Encourage safe behavior.
- Deduction is per athlete, per occurrence.

# SAFETY SCORE SHEET

<b>Collision</b>	1 point	___ L ___ C ___ R
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- Deducted when visibly distracting, impedes athlete from correct choreography or formations, or if one athlete trips another. Focus on safety concern.
- Deduction is per athlete, per occurrence.



# SAFETY SCORE SHEET

<b>Unnecessary Delay</b> Team not in the on-deck area when announced No chants/cheers after announced	<b>10 point</b>
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- On-deck deduction.
- Also possible overlap with time deduction; do not double deduct.

# SAFETY SCORE SHEET

## Time Limits (Music & Overall)

1-3 seconds over time

4-8 seconds over time

9 or more seconds over time

Warning

5 points

10 points

- Visit with timers prior to competition starting.
  - "No news is good news."
- Time starts at first choreographed team move, sound, music, etc.
  - Dance: 1:30-2:30
- Differentiate between technology issue and operator error; operator error receives deduction.

# SAFETY SCORE SHEET

<b>Major Fall(s) – Stunting</b> Drop from an individual stunt to a compromising position. The top person falling to the ground in an uncontrolled manor, or multiple bases, or base or spot landing on the ground.	10 points	____ L ____ C ____ R
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- Highly unlikely in dance, as only T-lifts are allowed.
- Deduction is per occurrence.

# SAFETY SCORE SHEET

<b>Safety Violation</b> Incorrect/Illegal skill performed Inattentive spotting Illegal bracers/supports/posts	10 points	____L ____C ____R
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- In dance, only use incorrect/illegal skill performed.
- Cite NFHS or SDHSAA rule.
- Examples: illegal tumbling or stunting, throwing poms, T-lifts with poms, incorrect bases, etc.
- Deduction is per occurrence.

# SAFETY SCORE SHEET

<b>Unacceptable conduct</b> Being disrespectful (profanity not direct towards someone, etc.)	40pts	___ L ___ C ___ R
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- Rarely used.
- Examples: athlete swearing before, during or after competition, possibly taunting-type behaviors, etc.
- Deduction is per athlete, per occurrence.

# SAFETY SCORE SHEET

## Unsportsmanlike Conduct

Vulgar or suggestive choreography, using profanity. Must be suitable for family viewing.

Team DQ  
day of  
competition

- Rarely, if ever, assessed.
- Must be serious infraction worthy of disqualification.
- Must complete ejection form and submit to Jo after the competition. Also, call Jo as soon as possible after competition.



QUESTIONS