

# SDHSAA COMPETITIVE DANCE TEAM PERFORMANCE SCORE SHEET

School: \_\_\_\_\_  
 Hip Hop      Jazz      Kick      Pom  
 (Circle One)

AA    A

Judge Initials: \_\_\_\_\_

## Strengths and Areas Needing Improvement

CHOREOGRAPHY:	25 Points
Level Changes, Floor Space, & Transitions	/5
Musical Interpretation	/5
Visual Effectiveness	/5
Variety of Creative Combinations	/5
Appropriate for Family Viewing	/5
<b>Comments:</b>	
DEGREE OF DIFFICULTY/TECHNIQUE:	20 Points
Level of Difficulty in Choreography	/5
Variety & Distribution of Technical Skills	/5
Formations & Transitions Require Skill	/5
Speed of Movement in Choreography (& counts)	/5
<b>Comments:</b>	
EXECUTION/TECHNIQUE:	25 Points
Execution	/5
Placement & Control of Movements	/5
Precision & Synchronization	/5
Formation Spacing	/5
Uniform Style Displayed by Entire Group	/5
<b>Comments:</b>	
PRESENTATION:	20 Points
Energy: All dancers are at performance level	/5
Stamina: Routine appears effortless	/5
Projection & Display of Emotion	/5
Poise & Confidence	/5
<b>Comments:</b>	
OVERALL PERFORMANCE	
Overall Impression of Routine	/10
<b>TOTAL POINTS (100 Possible)</b>	

### Strong Areas

- Good Variety & Levels
- Leaps
- Jumps
- Solid Turns
- Good Precision
- Music Interpretation
- Good Energy
- Smooth Flow
- Creative Ideas
- Solid/Clean Routine
- Difficulty

### Hip Hop

- Low Center of Gravity
- Tricks & Stalls
- Footwork

### Jazz

- Technique & Style
- Hand / Arm Placement
- Uniformity & Precision

### Kick

- Variety & Combos
- Head precision
- Hook ups / Arms
- Foot closure

### Pom

- Pom Placement
- Sharp Motions
- Uniformity & Precision

### Needs Improvement

- Not Together
- Need More Variety & Levels
- Add difficulty
- Point Toes
- Preparation & Landing
- Need Height on Jumps/Leaps
- Turn Technique
- Work on Flexibility
- More Energy
- More Smiles
- Watch Formations
- Sloppy Transitions

### Hip Hop

- Low Center of Gravity
- Tricks & Stalls
- Footwork

### Jazz

- Technique & Style
- Hand / Arm Placement
- Uniformity & Precision

### Kick

- Variety & Combos
- Head precision
- Hook ups / Arms
- Foot closure

### Pom

- Pom Placement
- Sharp Motions
- Uniformity & Precision

## OVERALL COMMENTS: