UTAH HIGH SCHOOL ACTIVITIES ASSOCIATION DRILL TEAM COMPETITION

2022-2023 DANCE

The emphasis of this routine is technique, style and interpretation. The overall focus of this routine should be on DANCE. Any stylized dance movement is accepted. Kicks, leaps, turns and any dance steps may be used. Tumbling and lifts, which adhere to UHSAA and NFHS rules and safety guidelines, may be included. Formation changes are recommended for effect. The movement, music and uniform may be stylized but cannot carry a storyline or portray a character. School uniforms or modest dance attire, which adheres to NFHS rules, shall be worn. Props/backdrops/sets are prohibited.

School:			Classification: 6A 5A 4A			3A	2A	1A		
Competition:			_ Date: Location:							
		(√) Denc	tes Superior Performa	ance (O) Den	otes Improve	ement Ne	eded			
SCORING CATEGORIES							RATING		SCORE	
СН	CHOREOGRAPHY									
	Tech. Dance Elements		Continuity		Use of Spac	e		Superior = 23-25 Excellent = 20-22 Good = 17-19 Fair = 14-16		
	Dance Focus		Creativity		Formations					
	Musical Interpretation		Variety		Level Chang	ges				
	Transitions		Visual Effects		Dynamics		<i>Poor</i> = 13 & below			
	Floorwork									25
EXECUTION										
	Precision		Technique		Extension o	f Arms/Le	egs/Feet	Superior = 28-30 Excellent = 25-27 Good = 22-24 Fair = 19-21		
	Timing/Unison		Completion of Move	es 🗖	Leaps/Jump	os				
	Spacing/Alignment		Body Control		Turns					
	Transitions		Core Strength					Poor = 18 & below		
	Movements: head	hand	ls arms tor	so hips	legs footwork				30	
APPEARANCE/SHOWMANSHIP										
	Appropriate Costume		Energy		Strong/Powerful		G			
	Appropriate Footwear		Projection/Posture		Confidence				Superior = 23-25 Excellent = 20-22	
	Accessories		Facial Expressions		Esprit de Co	orps			Good = 17-19 Fair = 14-16	
	Makeup		Eye Contact		☐ Style		Poor = 13 & below			
	Hair		Authenticity/Emotio	ons \square	J Appropriateness					
	Neatness		Uniformity		Audience Appeal				25	
Judge's Signature										
Tabulator's Signature								Tota	l Coore	80
								Tota	l Score	OU